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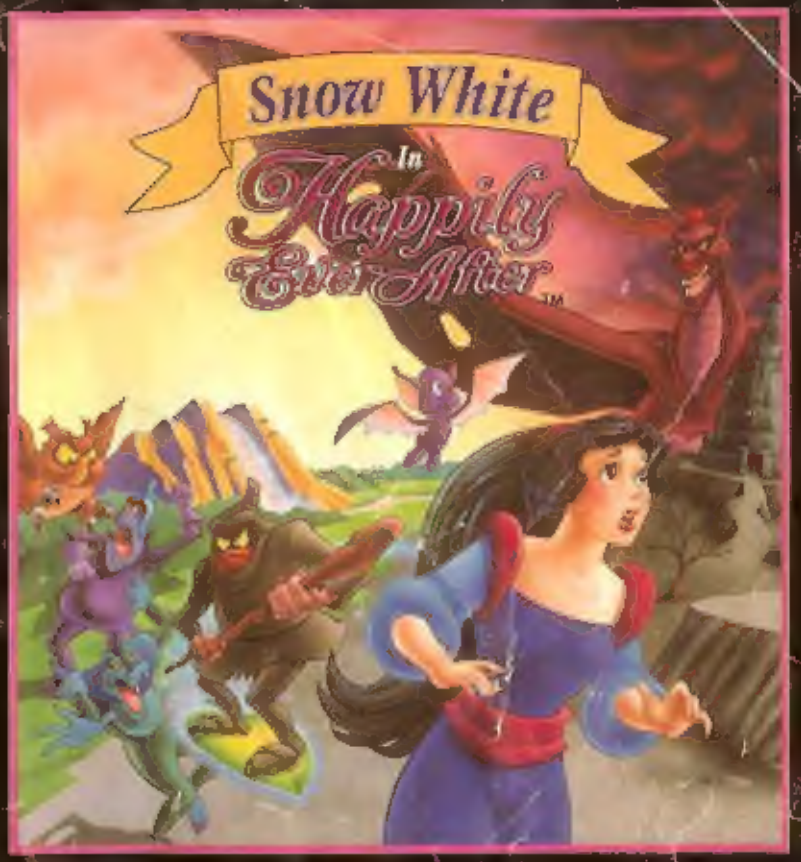

INSTRUCTION BOOKLET

AMERICAN SOFTWORKS
CORPORATION

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Welcome

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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The Story So Far...

The Witch is dead but a new evil rules the land, for the Witch's brother Lord Maliss, has taken over where his sister left off. Snow White and the Prince have fallen in love and are to be married; what they do not realize is that their every move is being watched. The evil Maliss, bent on revenge for his sister's death, waits until the happy couple are walking in the woods together, and then strikes ...

In this game you can play either Snow White or Shadowman (The Prince)

The Prince's Story:

Maliss, in the form of a huge dragon, swoops down and captures Snow White. The Prince valiantly draws his sword and attempts to defeat Maliss. During the fight, Maliss turns the handsome Prince into the deformed Shadowman and escapes. Undererred by this, the Prince wraps himself in a thick cloak and sets out to rescue his loved one.

Snow White's Story:

Maliss, in the form of a huge dragon, swoops down and tries to capture Snow White. Both Snow White and the Prince fight the evil Lord. During the struggle, the Prince is turned into a deformed creature and captured by Maliss. Snow White watches the direction in which Maliss flies off, then follows.

Level Descriptions

Level One: The Forest

First, you must escape from the forest where the kidnap took place. Unfortunately, Maliss has used his magic and servants to transform the forest into evil. Giant caterpillars, bees and birds block your path, and watch out for the floors that fall as soon as you stand on them. You must find your way through the tall vines and leaf steps, always watching for the vine centers where you can't hold on. Fall too far and your mission may fail.

Level Two: Cloud Land

When climbing high among the giant vines, be extra careful of your footing. You can stand on some clouds, but watch your jumps–one mistake and you are back to square one. Your enemies, the giant caterpillars are joined by dragon flies and huge spitting pods that can only be stopped with magic apples.

Levels

Level Three: Mother Nature

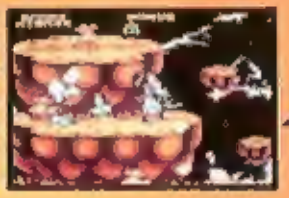
Climbing down from the vines you find yourself facing Maliss's cruelly warped plants. Awaiting you are attacking Sunflowers, evil Cherubs, Ghosts and spitting plants that are deadly accurate. The paths look safe, but beware.

Level Four: Doom

As you approach Maliss's domain his influence grows stronger. The arid Doom area is no exception. Ghosts haunt you, trees grab you and the Spiders will not give up trying to bite you. The ground itself is not very safe with moving rock pillars and tree trunks that fall as soon as you land on them.

Levels

Level Five: Crystal Caves



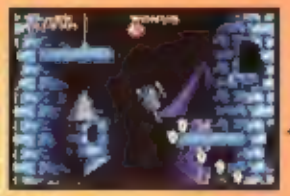
The dark Crystal Caves are full of Maliss's servants and dangers. Evil goblins are everywhere and bats fly in your face. With giant crystals falling from the ceiling, you must be quick, especially when the floor begins to shake over a huge drop-off!

Level Six: Mud River

After all of the past dangers, now is the time to take a quick breather and boost your supplies and points. But it's not that easy–hideous slime covered plants spit at you, birds fly in your way and fish under Maliss's spell leap at you. All this time, don't lose your footing on the old floating log or the river will flow on without you.

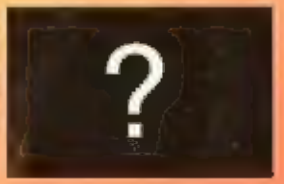
Levels

Level Seven: The Courtyard



Maliss has his guards everywhere. Do not be fooled by their size, they are a strong enemy and some use deadly poison. Gargoyle heads come to life as you near and barely a floor is safe. You will have to overcome a clever maze and dangerous jumping sections while barrels are being hurled at you.

Level Eight: Maliss



Finally you meet your enemy. Armed with fire and ice balls and in his Dragon form, Maliss is a tough enemy who is almost impossible to damage. Be sure to come well armed!

System Set Up

- Set up your Super Nintendo Entertainment System as described in its instruction manual.
- Plug in Controller.
- Make sure the power switch is OFF then insert the "Happily Ever After" game pak into the game console.
- Turn the power switch ON. In a few moments the Nintendo logo screen should appear. If the screen remains blank turn the power switch OFF. Make sure your system is set up correctly and that the game pak is properly inserted. Then turn the power switch ON again.

IMPORTANT: Always be sure that the Super Nintendo Entertainment System is turned OFF when inserting or removing your Super Nintendo game pak.

Game Set Up

At any time during the Initial title sequence press the START button. An options screen will appear with three options on it. Move the arrow up and down by pressing up and down on the control pad. When pointing at the desired option, press START. The options are:

- **Start:** To play the game
- **Options:** Takes you to the Options Screen. This allows you to alter the default game settings. Choosing this option resets the game to its defaults, which you may then change. See page 19.
- **Sound Page:** To change the sound settings of the game or hear the various tunes and sound effects, see page 20.

Game Start

The Game: After selecting the Start option, the mirror screen will appear showing you the name of the level you are about to enter. After pressing the START Button, the game action will begin. Note there is a short delay between the level screen and the game while the level is being set up.

On each level there is only one EXIT. It becomes activated when you have collected enough coins. A message will appear on the screen and tell you when you have collected enough. You then have the option of leaving the level or staying to collect more points or weapons, or just explore...

Continues: You start with a number of Continues, depending on the Difficulty Level. These allow you to continue from the last level you were playing when the game ended. Once you run out of Continues you have to start the game again. Note that you can't Continue on Level 8.

Features in the Levels

Pickups: Each section is littered with objects to pick up.

Fruits: Various fruits are scattered throughout the levels. Each one will add to your score when you pick it up and will be displayed at the top of the screen. If this display shows three of the same, you get a bonus.

Coins: A certain amount of coins are needed to finish each of the levels, depending on the difficulty setting.

Hearts: Hearts give the character extra strength. When a character falls off the screen or is touched by an enemy, hearts are lost.

Special Game Objects:

Yellow Wall Bricks: These are either breakable or unbreakable. The breakable ones can be opened by either head-bumping them from below or using a weapon. Smashing a block usually reveals a prize.

Features

Red and Green Wall Bricks: These are unbreakable and can only be used to stand on. Some of these blocks are hidden, but can be revealed by jumping up at the correct location. When uncovered, they allow access to new areas or produce a prize which appears on the top of the block.

Catapulting Blocks: These look like the normal yellow blocks, but when you stand on one it will fire you up the screen to a new location.

Trampolines: Trampolines can be repeatedly bounced on to gain height in order to reach new areas or collect objects. Some trampolines are hidden above secret red blocks.

Warp Zones and Hidden Doorways: The warp zones and hidden doorways allow you to travel to a distant or sealed off part of the Kingdom. Simply stand within the field and press the Turbo button.

Features

Pointer Arrow: If you get lost looking for the exit, stand still. After a short delay an arrow will appear next to you pointing in the direction of the exit.

Weapons: The characters come equipped with a supply of magic apples at the start of the game. Other more potent weapons and stockpiles of the normal apples can be found throughout the Kingdom. Whenever a weapon is used, its stockpile will be decreased by one, so you must keep your character stocked up or you'll end up defenseless.

Standard Apples:
These are the usual weapons that the character starts with.

Special Weapons: You do not start the game with any special weapons, but they can be found throughout the Kingdom. The special weapons are apples that have been enchanted with good magic. When you pick up a new special weapon you add more apples to your stockpile. The spell that is cast over the new weapon will affect all the special weapons in your possession.

Features

Some weapons are more suited to certain tasks than others, so choose carefully when picking up new apples.

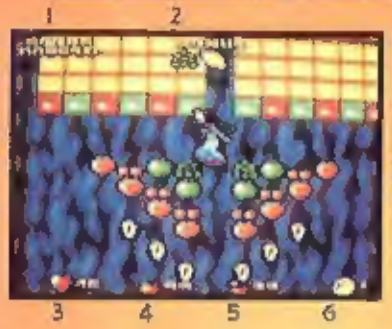
All special weapons come in either red or green types. The green apples are always stronger than the red.

Homing Apples: If there are no enemies in the immediate area, these apples act much as normal apples. If enemies are present however, the apple will home in on the closest one.

Bomb Apples: After the apple lands the fuse burns down and it explodes, radiating smaller apples outwards. Any enemy caught in this blast field will have its strength reduced. Whole sets of breakable blocks can be opened by one of these weapons.

Spiral Apple Bombs: These apples cannot be picked up, but are placed around the Kingdom at strategic points. When your character walks over one, a huge spiral apple explosion wipes out all enemies in the area.

The Game Screen



1 CURRENT SCORE: This is the number of points you have scored so far.

2 BONUS: Shows the last three fruit objects you have picked up. If you pick up three of the same, you are awarded a bonus.

3 HEARTS: This displays how many hearts you have left. When this gets dangerously low it will flash. When it hits zero then it's GAME OVER.

4 STANDARD APPLES: This shows the amount of normal weapons you have left.

5 SPECIAL WEAPONS: This shows the number of Special Weapons you have in your possession. The icon indicates what type of Special Weapon you are using at the moment.

6 COINS COLLECTED: This displays the number of coins you have picked up so far. The coin icon will start flashing when you have enough coins to progress to the next level.

The Game Screen

Game Over: The game can be lost by running out of hearts. After the "game over" message, a screen will appear allowing you to continue if you have any continues left. This has two options:

YES: Selecting this option takes you back to the level where you were defeated.

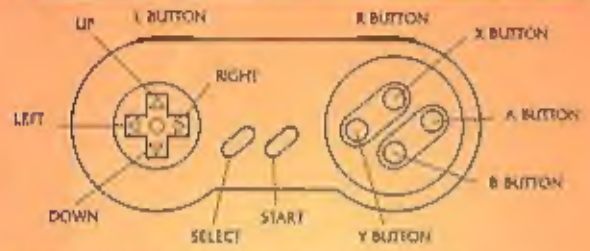
NO: This takes you back to the title sequence, but if you have a good enough score, you will be invited to enter your name first.

If you do not have any continues left or you choose to go back to the title sequence, if your score is good enough you will be allowed to enter your name into the High Score register. Push the control pad left and right to select each letter and press the B button on your control pad to send it to the name display.

Enemies: Each section of the game has different types of enemies, but they can all be killed in the same way (except Maliss who can only be hit by apples.)

There are two ways to kill the monsters, either by hitting them with apples, or jumping on them. A successful hit is shown by the monster flashing.

Using Your Controller



- **UP:** The player looks up if this button is held down for a while.
- **DOWN:** Press down and the player ducks, hold down and the player will look down.
- **RIGHT:** Makes the player walk right and if held down will make the player run.
- **LEFT:** Makes the player walk left and if held down will make the player run.
- **L:** Scrolls the screen left to reveal objects off the screen.
- **R:** Scrolls the screen right to reveal objects off the screen.
- **B:** The " Jump" button. Use with LEFT or RIGHT to move in that direction. Press the Turbo button at the same time to increase jump distance.
- **A:** The "shoot" button. When combined with UP/DOWN, player will shoot up or down. Hold button down after shooting to increase throw strength. You can have three weapons on the screen at any time.
- **X:** Fire special weapon. This allows the player to fire any special weapons from the stockpile.
- **Y:** Turbo. If this button is pressed while walking or running, your speed will be increased. Hold down in combination with the jump button for a bigger jump. If it is pressed while the player is standing within a Secret Doorway or Warp Zone, the player will be taken to another part of the Kingdom.
- **START:** Pauses and starts the game action.

Options Screen

The option screen is used to customize the game to your individual playing needs. Each time you enter this screen the game is set to its default settings. Options are selected by using the UP/DOWN buttons to move the pointer to the option of your choice. Use Select button to change the option to your choice. The options available are:

- **Difficulty:** This allows you to change how hard the game is from EASY when you are a beginner to DIFFICULT when you are experienced.
- **Character**: You can choose to be either Snow White or Shadowman (the Prince).
- **Buttons**: Selecting this option allows you to cycle through the different combinations of buttons until you find the one you like.
- **Exit**: Pressing Start on this option takes you back to the title screen.

Sound Page

This page allows you to arrange the game's sound to your liking. Press the control pad left and right to move up or down the options lists. The options are:

- **Music Level**: This allows you to select a volume level for the game music, from 0 (OFF) to 10 (loudest).
- **SFX Level:** With this option you can select the volume level of the game's sound effects, from 0 (OFF) to 10 (loudest).
- **Stereo**: For stereo sound select ON or OFF.
- **Tune**: Select the tune you wish to hear, then press the START button on your control pad. The last tune played will keep playing until the game starts.
- **SFX**: Select the sound effect you want to hear, then press START. This can be used to help set the relative volumes of the sound effects and the game music.
- **Exit:** Press START on this option to return to the Start Game/Options Screen/Sound Page.

Tips

- for a bigger jump always start walking before hitting the jump button. Just a few steps makes a difference.
- Use UP/DOWN to help decide your next move.
- If there looks to be no way forward, wait a minute – a platform may come your way.
- Once you have beaten a level, you will not have to replay it again (even if the game ends) as long as the game console power stays on.

Credits

Produced by Imagitec Design Inc.

Programming: Steve Oldacre • Paul Proctor

Artwork: Peter Goldsmith • Marie Fox • Rik Lodge

Additional Graphics & Maps: Slick

Music & SFX: Ian Howe

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Adrian Waterhouse • Paul Proctor • Steve Oldacre

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ASC Assistant Producers:
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Product Manager: Lidia Bonanno

Art Direction: Suzy Perry

Cover Art: Dirk Wunderlich

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2. Notify ASC Consumer Service Department of the problem requiring warranty service by calling: 1-203-327-6568. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday. Please DO NOT send your product to ASC before calling our Consumer Service Department.
3. If our ASC Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Simply record this number on the outside of your packaging of your defective product and return it, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase, within the 90-day Warranty period to: AMERICAN SOFTWORKS CORPORATION, Consumer Service Department–24 Richmond Hill Avenue, Stamford, CT 06901.

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